

# RIFLES IN THE PACIFIC

## RULE BOOK



TINY  
BATTLE

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# RIFLES IN THE PACIFIC

*Rifles in the Pacific* is the second title in the Theatres of War series. These rules represent our effort to create a simple solitaire system which recreates small combat engagements (5-10 units per side). The rules have been designed to cover many periods (the World Wars, Classical Battles, Science Fiction, Fantasy, and more). *Rifles in the Pacific* covers the Pacific theatre of World War II, focusing on the years 1943-1945.

## 1 GAME OVERVIEW

The game uses a simple Map to represent the terrain of the engagement. Each mission will define the objectives to reach and you'll then be responsible for selecting the best units to reach those objectives. A simple Artificial Intelligence (AI) system will activate the Enemy units, and the placement of Event Markers on the Map will introduce the required "Fog of War," uncertainty, and suspense.

## 1.1 GAME COMPONENTS INCLUDED

- This Rules Booklet
- One eight-page coverless Mission Briefing booklet
- Four Army Sheets (on two sides of 8 ½" x 11" cards), covering the main armies of the Second World War in the Pacific
- One Master Copy Unit Roster (on the back of the game's cover), for easy duplication there are additional blank Unit Rosters at the end of this Rules Booklet
- Three 8 ½" x 11" Map representing varying terrain in the Pacific Theatre
- One Squad Examples Card (on the back of the Map Card)
- 39 1" Unit Counters
- 46 Administrative Counters

## 1.2 THE PLAYER WILL NEED TO PROVIDE

- Five six-sided dice (d6) - If the game asks you to roll 1d3 simply roll one die and halve the result (rounding up).
- An opaque container for randomly drawing counters (a plastic cup or that little velvet bag which once contained a bottle of liquor will do nicely).

## 1.3 GAMES CONVENTIONS AND ABBREVIATIONS

- **1d6.** One standard six-sided die
- **ATTRIBUTE.** Unit attributes are listed in italicized capital letters
- **AD.** Action Dice: used for Friendly unit activation (See 3.2)
- **AP.** Action Points: used to activate your Squad (See 3.2)
- **BAP.** Bonus Action Point (See 3.2)
- **BP.** Build Points: used to create your Squad at the beginning of a Mission (See 2.2)
- **CF.** Combat Factors: Die Roll Modifiers (DRMs) to the combat roll (See 4)
- **DRM.** Dice Roll Modifier: a number (positive or negative) to be added to the dice roll
- **EM.** Event Marker: brown markers with a question mark on one side and a white number on the other side (See 2.1.2)
- **HMG.** Heavy Machine Gun
- **LMG.** Light Machine Gun
- **MARKER.** Names on counters or markers are listed in bold capital letters
- **RP.** Recon Point (See 3.7)
- **SMG.** Submachine Gun
- **TN.** Target Number (See 4)

## 1.4 UNITS

Each unit in the game has the following attributes:

- **Army.** each unit belongs to one of three Armies (United States, Commonwealth, or Japan), with unit counters bearing a color and symbol distinct to that Army



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- **Name.** a short description of the unit and/or its equipment
- **ID.** a letter, used to identify the unit. Each Unit is represented on the Map by a counter with the corresponding ID
- **Type.** Basic <B> or Armored <A>. Basic units represent single foot soldiers and gun crews. Armored units represent Vehicles (Tanks, Armored Cars)
- **Range.** the max distance between the unit and its target of attack
- **Combat Factors <CF>.** the Die Roll Modifiers (DRMs) when attacking a Basic or Armored Enemy
- **Target Number <TN>.** the value that must be equaled or exceeded to damage the unit in combat
- **Attributes.** additional traits of the unit, including special combat effects
- **Build Points <BP>.** the cost of the unit

## 14.1 MORALE AND MORALE CHECK

Unless specified otherwise, all units in the game have a "Line" Morale of 3. Any Units labeled as "Veteran" have a morale of 2, while "Green" Units have a morale of 4.

Some events and some specific actions can require a unit to execute a Morale Check; in such a case roll 1d6. If the result is equal to or greater than the Morale of the unit, the check is successful.

## 15 MAP CARDS

The map cards are divided into six horizontal stripes, numbered from 1 to 6 and always referred to in these rules preceded by a hashtag (#). Stripe #1 normally represents the Enemy area, while Stripe #6 is the entry point of your troops. Movement is

always performed from one stripe to the previous or next one.



A reference to the "Previous Stripe" means "the numerically precedent stripe" (the stripe below). So, if an event was triggered on Stripe #3 and refers to the previous stripe, then the event is executed on Stripe #2. Exception: If you have units on Stripe #1 and a rule refers to the previous stripe, the units will remain on Stripe #1.

## 1.6 TERRAIN

Terrain is represented on the Map Card with Terrain markers. There are two types of terrain markers:

- **Base Terrain Markers:** These represent a terrain type that applies to the whole stripe (example: jungle). Every unit on a stripe with a base terrain marker will be influenced by the terrain effects (ex. cover, difficult movement). Unless otherwise specified, a Base Terrain Marker always blocks the line of sight (see 1.6.3).
- **Terrain Features** (identified by a red point on the marker): This represent a specific element of terrain (example: BUILDING) that can provide cover only to a limited number of units. Terrain Features never block the line of sight. Each Feature can only support one Group of a maximum of four units of the same side (Friendly or Enemy). Enemy units will occupy a Terrain Feature only when instructed by the Mission Sheet instructions, while Friendly units may occupy a Terrain Feature by moving on it. When you form a Group, create a stack of counters with each unit in the Group. When the Group moves, move it as a stack to another stripe, and when it enters a terrain feature, place the Group on top of it.

A number in the lower right corner represents the cover points of the terrain. This number is added to the Target's TN during combat.

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## 1.6.1 TERRAIN LIST

- **OPEN.** No impact in the game.
- **JUNGLE.** TN+1 to all units on the stripe.
- **DEEP JUNGLE.** TN+1 to all units on the stripe. 2 AP to enter. Enemy units revealed in Deep Jungle (as a result of an Event Marker) or starting in Deep Jungle are always considered **HIDDEN**.
- **RIVER.** TN-1 to all units on the stripe. River Stripes are not considered when calculating range. A unit cannot gain a **COVER** Marker while on a River Stripe. Recovery is not possible on a River Stripe. Group Creation is not possible.

*Stripe #3 contains a River Marker. A unit in Stripe #2 considers a target in Stripe #4 as at Range 1.*



- **SEA.** Units on this stripe are always considered as a single Group embarked on a Landing Craft.
- **SHALLOW WATER.** TN-1 to all units on the stripe. A unit cannot gain a **COVER** Marker while on a Shallow Water Stripe. Recovery is not possible while on a Shallow Water Stripe. Group Creation is not possible. Only Rifles and SMG can fire from a Shallow Water Stripe, with a -1 DRM.
- **BEACH.** No Terrain Features can be placed on a Beach. Units cannot execute a "Hide" action. Vehicles need 2AP or 1BAP to leave a Beach.
- **TREE (Feature).** TN+1 to the units adjacent to the Terrain Feature.

- **FOX HOLE (Feature).** TN+1 to the units adjacent to the Terrain Feature.
- **VILLAGE.** TN+2 to all units on the stripe.
- **BUILDING (Feature).** TN+2 to units adjacent to the Terrain Feature.
- **FIELDS.** TN+1 to all units on the stripe only from attacks at Range 1 or greater.
- **HILL.** TN+1 to all units on the stripe from attacks at Range 1 or greater (units on a Hill Stripe have a clear Line of Sight to any unit on the map, and vice versa, ignoring the presence of Base Terrain Markers).

## 1.6.2 BARBED WIRE

Barbed Wire is normally placed on the map as a result of an Event Marker resolution.

Use an **OBSTACLE** marker to represent the Barbed Wire and place it adjacent to the Group that caused the Event resolution.



While adjacent to Barbed Wire, a unit cannot execute any action except a "Move." Spending one AP for the "Move" action allows the group one attempt to remove the **OBSTACLE** marker.

To attempt the removal of the Barbed Wire, roll 1d6. On a result of 4 or greater, the **OBSTACLE** is removed. Spending a Bonus Action Point (BAP) grants the unit a Die Roll Modifier (DRM) of +2. While adjacent to Barbed Wire, a group suffers a DRM of +1 to any attack against it (cumulative with any other DRMs).

## 1.6.3 LINE OF SIGHT

Units in the same or adjacent stripes can always see each other.

Units at two or more stripes of distance can see each other only if no stripe between the units has a Base Terrain Marker on it.

*Example: Stripe #4 has a "Village" Base Terrain Marker on it. A unit on Stripe #3 cannot see a unit on Stripe #5 (and vice versa) since the intermediate stripe is blocking the Line of Sight.*

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## 2 GAME SEQUENCE

A game session always follows the following sequence

- Mission Setup
- Squad Selection
- Mission execution
- End-Mission briefing (for Campaign game only)

### 2.1 MISSION SETUP

Select one of the available missions: eight World War II missions are available; each mission is described by a Mission Sheet in the Mission Briefing Booklet. If this is your first game, you should select Mission 1.

Follow the Setup Instructions for the selected mission (normally to prepare the Event Markers needed in the following phase), located on the “note” on the top right corner of each Mission Sheet.

Place the **GAME TURN** Marker on the space of the Turn Track corresponding to the number of Game Turns available for the selected mission. A Turn Track is located on the bottom of each Squad Roster.



*Example: If the Mission Sheet specifies “Game Turns: 12” place the **GAME TURN** marker on the space labeled “12” in the Turn Track.*

#### 2.1.1 SETUP TERRAIN

Roll 1d6 for each stripe and determine the Terrain type, consulting the **TERRAIN TABLE** on the Mission Sheet. Place the corresponding Terrain Marker on the stripe as a reminder.

#### 2.1.2 PLACE EVENT MARKERS

Place the Event Markers specified in the **EVENT TABLE** section of the Mission Sheet in an opaque container.

Draw and place face-down the Event Markers accordingly to the Mission instructions (normally one marker per stripe). Discard the Event Markers not used (if any) without looking at them.

### 2.2 SQUAD SELECTION

Select one of the available Armies as your own, then select one Enemy Army. Take a blank Unit Roster to keep track of your units.

The following Armies are available in *Rifles in the Pacific*: between parentheses you can find the available enemy armies for each one of the options.

Japan (Enemies: USA, Commonwealth)

United States of America (Enemy: Japan)

Commonwealth (Enemy: Japan)

The Army Sheet includes all information required to play with that Army, including the unit details and the tables to generate the Enemy forces.

Each Army provides a maximum value of Build Points (BP) that you can use to create your Squad, printed directly under the name of the Army’s nationality on the Army Sheet. Some Missions may provide additional BP or specific unit types as attachments.

Select your units, using available BP (see the Unit section on the Army Sheet) and Equipment (see the Equipment section on the Army Sheet). For each selected unit, write on the Unit Roster the Unit Name (often corresponding to the weapon) and then select one counter to represent the unit. Write the corresponding ID (the letter in the upper left corner of the counter) on the Unit Roster.

*Example: I’m starting a new Mission playing with the US forces. The US Marines provide 10BP that I use to create a squad in line with the historical order of battle: he selected equipment can be freely distributed among your units; the notes in the Equipment section of the Army Sheet will define the limits and/or restrictions of their allocation.*

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BP	UNIT/EQ NAME	DESIGNATION	ID	EQUIPMENT
1	SMG	Leader		Grenade
1	Rifle	Asst Leader		Grenade
3	LMG	Gunner		
1	Rifle	Rifleman		Grenade
1	Rifle	Rifleman		Grenade
1	Rifle	Rifleman		Grenade
1	Rifle	Rifleman		Grenade
1	6x Grenades	Equipment		

## 2.3 MISSION EXECUTION

Unless instructed otherwise by the Mission rules, place your units just below the bottom of the Map Card, under Stripe #6. This special Entry Area is adjacent to Stripe #6 for movement purposes, but you cannot fire nor can you be attacked while on this entry Area.

You can now start the first Game Turn. Repeat the Game Turn procedure until you reach the Mission Objective(s) or the Mission is lost (see 9).

## 3 GAME TURN

During each Turn you will follow the sequence below:

- Group Creation
- Friendly Units Activation
- Enemy Presence Check
- Enemy Forces Activation
- Advance of Game Turn Marker

### 3.1 GROUP CREATION

At the beginning of each turn, Friendly units on the same stripe can be redeployed to form one or more Groups of adjacent units. (NOTE: You cannot redeploy units while on a stripe with a Shallow Water Terrain Marker or a River Terrain Marker). A Group can be activated as a single entity during the turn, regardless of the number of units included. Groups may also be formed on the first turn before movement onto the map, and then moved as a single Group.

Enemy units are always deployed as a single Group unless specified otherwise.

Exception: Units with the VEHICLE attribute cannot be part of any Group (those units create a single unit Group by themselves).

**Groups in Combat.** Combat is always performed targeting a specific Group: only units belonging to the Target Group will be affected by combat outcomes. In particular, weapons with the AREA EFFECT attribute can affect every unit belonging to the target Group.

*Play Note: Creating Groups makes it possible to activate multiple units with a single Action Point (see below) and hence is a very important element of the player strategy. Isolated units are inefficient and groups with more than five units tend to be difficult to control. You may find it helpful to keep your units in Groups of three to four soldiers. Historically in World War II, the Squad Leader was often commanding the group with the Light Machine Gun (LMG). This also makes sense in the game since you can use the Leader bonuses (especially in directing fire) to support the LMG attacks.*

### 3.2 FRIENDLY UNITS ACTIVATION

Roll three dice: those dice will be referred as Activation Dice (AD). Discard any AD with a result of 1 or 2.

An AD with a result of 3-5 provides one Action Point (AP) to your Squad.

An AD with a result of 6 provides a Bonus Action Point (BAP) to your Squad.

You can now spend AP to activate your units. BAPs can always be spent as AP, but they can also provide extra effects for some actions, so use them wisely! Actions that can benefit from BAPs have an asterisk after their name. AP or BAP not spent on a turn are lost.

Select one Group and allocate one or more AP to execute one of the available actions. Repeat until all the AP have been spent.

Regardless of the number of available AP, a unit can only attack once per game turn.

### 3.2.1 AVAILABLE FRIENDLY UNIT ACTIONS

- Move one Stripe\*: move the selected Group one stripe up or down. You may spend one BAP to gain one Recon Point (RP) (see 3.7). Remove **COVER** marker from the Group (if any). Exception: to enter a stripe with a Deep Jungle Terrain Marker you must spend two APs.
- Move to Terrain Feature\*: move the selected Group to a Terrain Feature on the current stripe. You may spend one BAP to gain one Recon Point. Remove **COVER** marker on Group (if any).
- Take Cover: the selected group gains one cover point (place a **COVER** marker or a die with a 1 as a reminder). You can only gain one **COVER** point per Group. You cannot gain a **COVER** point while on a stripe with a River Terrain Marker or a Shallow Water Terrain Marker.
- Fire\*: the selected Group may attack one target (see Combat, Section 4). You may spend one BAP to gain +1 DRM.
- Overwatch\*: place an **OVERWATCH** marker on the selected Group. If a new Enemy enters the Map on this turn, a Group with the **OVERWATCH** marker will be able to attack it before their activation. You can spend one BAP to cancel the -1 DRM normally associated with overwatch fire. You cannot select this action for a Group that already attacked on this turn.
- Flanking Fire (cost: two AP): the selected Group can attack one target with a Flanking Bonus (see Combat Modifiers section on the Unit Roster Card).
- Recovery\*: you can roll for the recovery of any **SUPPRESSED** units in the selected group (cost: one AP if the Leader is in the Group, one BAP if the Group has no Leader). Exception: recovery is never possible on a stripe with a River Terrain Marker or a Shallow Water Terrain Marker.
- Hide: place one **HIDDEN** marker on the selected Group. This action cannot be taken if the Group executed any type of attack on this turn (see Section 5). "Hide" actions cannot be

selected on a stripe with a River Terrain Marker, Beach Terrain Marker, or a Shallow Water Terrain Marker.

- Spot\*: the selected Group can attempt to spot a **HIDDEN** Enemy Group. You can spend one BAP to gain a +2 DRM on the spot roll.
- Close Combat\*: the selected Group can attempt to enter Close Combat against an Enemy Group in the same stripe. You can spend one BAP to gain a +1 DRM to the Morale Check to execute the Close Combat (see 4.6).
- Cover Fire\*: the selected Group can attack one Target to reduce its effectiveness (see 4.5). You can spend one BAP to gain a +1 DRM.
- Redeploy: remove one **COVER** marker from an Enemy Group on the same stripe of the selected Group or in an adjacent stripe.

### 3.3 ENEMY PRESENCE CHECK

If one or no Enemy units are present on the Map Card (excluding Vehicles), roll 1d6 and consult the **ENEMY PRESENCE TABLE** on the Mission Sheet. If more than one Enemy Force is already present on the Map Card, skip this phase.



#### 3.3.1 ENEMY ENTRANCE

When an entry on the Mission Sheet includes a phrase beginning with "Enemy:" (example: "Enemy: 2xRifle"), a new Enemy Force must be immediately placed on the Map Card following the entry instructions. The entry instructions will always include the list of Enemy units to deploy: if no additional information is specified, those forces are placed on the stripe containing the Event Marker that triggered the entry.

When deploying a new unit, select one Enemy unit marker and place it on the Map Card. Write the corresponding ID (the letter in the upper left corner of the unit's counter) on the Enemies Roster, followed by the Enemy unit name as a reminder.

Sometimes Enemy forces must be placed on a specific Terrain Feature. In such a case, if the Terrain Feature is

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not present, place a new Terrain Marker on the stripe with the missing Terrain Feature.

*Example: the entry on the **EVENT TABLE** reads "Enemy: Rifle on a **BUILDING** on next Stripe." If on the next stripe there is not a **BUILDING**, you must place a **BUILDING** on the stripe, then place the Enemy Counter.*



Enemy Units are always deployed as a single Group unless specified otherwise.

## 3.4 EVENT MARKERS

Event Markers (EM) are placed face down at the beginning of a mission and are immediately revealed:

- When a Friendly Group enters the stripe where the Event Marker is located. If more than one marker is present in the stripe, reveal one of the markers (your choice), or
- When a Friendly Group is activated on a stripe where a face-down marker is present. If more than one marker is present on the stripe, reveal one of the markers (your choice)



Once an Event Marker is activated (revealed) you must consult the **EVENT TABLE** on the Mission Sheet to determine the outcome. Follow the instructions on the table.



A reference to the "active Group" on the **EVENT TABLE** represents an effect that will impact the Friendly Group who caused the marker activation.

## 3.5 ENEMY FORCE ACTIVATION

If Enemy units are present on the Map Card, roll 1d6 for each Enemy Group and consult the **ENEMY ACTIVATION TABLE** on the Mission Sheet. Possible Enemy Actions are:

- **Attack:** each unit in the Enemy Group executes an attack roll. See the attack procedure in 3.5.1. If no unit is in range then Advance towards the nearest enemy.  
*Order interpretation: the Enemy unit will fire if possible, and otherwise will move towards its adversary forces.*
- **Close Combat:** the Enemy Group executes a Close Combat attack if there is a friendly Group at Range 0, otherwise execute a standard attack roll. Only Enemy Units equipped with a Pistol, Rifle, SMG or Assault Rifles will enter Close Combat, and only if the activated Group has an equal or greater number of units than the Target Group. In any other case, treat a "Close Combat" order as an "Attack" order.  
*Order interpretation: the Enemy Group will attempt to close with and destroy a Friendly Group by close combat.*
- **Cover:** if the unit or Group is not already on a Terrain Feature and there is an available Terrain Feature on the stripe, move the unit or Group onto it. Otherwise, place one **COVER** marker on the Enemy Group (if not already present).  
*Order interpretation: use the Terrain and/or the **COVER** Markers to improve defense.*
- **Advance:** remove the **COVER** marker from the Enemy unit or Group (if any). The Enemy unit or Group is moved one stripe toward the nearest Friendly Group. If an empty Terrain Feature is present on the stripe, the Group will move onto it (priority: best TN). If no empty Terrain Features are present and Friendly forces are on the stripe, place a **COVER** marker on the Group.  
*Order interpretation: move using the terrain to gain the best defensive position. Avoid entering*

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- an area with hostile forces if no protection is available.*
- **Rally:** execute a Recovery attempt for each **SUPPRESSED** unit in the Group.
  - **Regroup:** If the activated Group contains only one or two units and another Enemy Group with one or two units is on the same or adjacent Stripe, move the activated units in order to merge the two Groups. If the activated Group contains more than two units then **COVER** instead.  
*Order interpretation: Groups with one or two units are ineffective, so try to keep isolated units together.*

In any case, Enemy units can only be activated once during each Turn.

## 3.5.1 ENEMY ATTACK

To determine which Group/unit will be attacked by the active Enemy, proceed with the following, starting from the units with the lowest CF:

- Unless specified otherwise, Enemy units will attack the nearest Group. If more than one group is deployed at the same range, roll 1d6 on the **TARGET TABLE** on the Mission Sheet and determine the Target Group. The same result will be applied to all of the attacks of the Enemy Group in the current turn. If the selected Target Group is **HIDDEN**, Enemy units will attempt to Spot the Friendly Group instead of attacking it (see 5.4).
- To determine the unit Target of each Enemy attack, roll again on the **TARGET TABLE**: each Enemy attack requires a separate roll (so multiple units in the same Group could be affected).

An Enemy equipped with a Grenade attacking a Friendly Group at range zero will use the Grenade instead of its standard attack if more than one Friendly unit is present.

## 3.5.2 HOPELESS ENEMY ATTACKS

*The general idea is that Enemy units will try to avoid an attack if there is no chance to hit the target, combining their forces if possible.*

A little simple math reveals that if the TN of the Target, less the CF of the firing unit, is more than six (the maximum value of a die roll), then the attacking unit has no chance of hitting the Target.

$$\text{TN}-\text{CF} > 6 = \text{No chance to hit}$$

*Example: A Rifle (CF=1) targeting a SMG in a **BUILDING** ( $\text{TN}=6+2=8$ ) has no chance to hit this target since  $\text{TN}-\text{CF}=8-1=7 > 6$*

If one or more Enemy units have no chance to hit a target they will automatically form a Fire Group, adding their CF together, and will execute a single Attack.

*Example: Two Rifles (CF=1) targeting a SMG in a **BUILDING** ( $\text{TN}=6+2=8$ ). A single Rifle has no chance to hit this target since  $\text{TN}-\text{CF}=8-1=7 > 6$ . The two rifles will then create a Fire Group, adding their CF together ( $CF=1+1=2$ ), and will then attempt to hit the target.*

If the combined Fire Group is still unable to attack the Target, select a different Target with a lower TN. If this is not possible, they will enter in Close Combat with a Friendly Group at range zero. If this is also not possible, then execute an “Advance” order.

## 3.5.3 ENEMY UNITS IN SPECIAL TERRAIN

- **Barbed Wire:** When an Enemy unit/Group enters a stripe with an **OBSTACLE** marker, place the marker adjacent to the unit(s). When activated, Enemy unit(s) adjacent to the **OBSTACLE** can only attempt the removal of the **OBSTACLE** (skip the standard activation procedure): roll 1d6, on a result of # or greater the **OBSTACLE** is removed. Tanks automatically remove the **OBSTACLE**. While adjacent to Barbed Wire, a non-vehicle unit suffers a DRM of +1 to any attack against it.
- **River:** Enemy Units on a stripe with a River Terrain Marker will treat any “Cover,” “Rally,” and/or “Regroup” order as an “Advance” order.

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As a guideline, Enemy units will always avoid staying on a River and advance toward Friendly units.

## 3.6 ADVANCE THE GAME TURN

After activating the Enemy Forces, move the **GAME TURN** marker down by one space on the Turn Track. If this action moves the marker past the “1” space, the Mission is lost.

## 3.7 RECON POINTS

Some actions make it possible for your Squad to gain one or more Recon Points (RP). Keep track of the available RP using a die on the Squad Roster (place the die or dice in the Recon Points box).



RP may be spent as follows:

- Spend one RP to reroll any dice
- Spend one RP to apply -1DRM to the enemy entrance tables (like the [Patrol Table] on the Army Sheet). Tables where you can spend one RP are labeled with “(RP: -1DRM)” after the name. If the final result is 0, you may skip the encounter. This represents the ability of your Squad to avoid an unnecessary fight
- Some missions require a certain number of RP to be completed
- Spend one RP to gain +2 DRM to any attack roll
- Ignore terrain cover when attacking Vehicles at Range 0 (See 4.9.1)

## 4 COMBAT PROCEDURE

Friendly Combat is initiated as a result of a “Fire” or “Flanking Fire” action (“Cover Fire” and “Close Combat” actions are covered later in this section). In addition, a unit with an **OVERWATCH** marker can initiate Combat against a newly deployed Enemy. Enemy Combat is always initiated as a result of an Enemy Activation. In any case, combat is always directed against a single

Group, and each unit can only attack once per game turn.

### 4.1 TARGET SELECTION

You may select, as the Target of the Friendly attack, any unit in the chosen Enemy Group. Different units in the activated group may select different Targets, but you must allocate all Friendly units to the Targets before executing the attack roll, unless a Leader is present in the Group.

TARGET TABLE		Result
Selection	Dice Roll	
Group	1 to 3	Smaller Group
	4 to 6	Larger Group
	7 to 9	Group with LMG or Larger Group
Unit	1 to 3	Unit with lower TN
	4 to 6	Unit with higher TN If attack causes more damage than survival, Unit with lower TN

To determine the target of an Enemy attack, roll once on the **TARGET TABLE** on the Mission Sheet. The same result will be applied to all the attacks by the Enemy Group in the current turn. Unless otherwise specified, the Enemy will attack the nearest Group. If multiple Friendly Groups are available, roll 1d6 on the **TARGET TABLE** to determine the Target Group.

### 4.2 ATTACK ROLL

To execute an attack, for each unit in the activated Group roll 1d6 and add the unit’s Combat Factors. If the Target is a Basic unit, use the Base CF of the firing unit (see Units section of the Army Sheet). Otherwise use the Armored CF. Each unit attacks individually. If the unit has zero CF against the Target unit type, this unit cannot attack.

If the total is **greater than or equal to the Target Number (TN)** of the Target unit (after applying the relevant modifiers), the attacking unit scores a Hit. Place a **SUPPRESSED** marker on the Target unit (see the Suppression chapter below for more details).

The attack roll modifiers are described in the Combat Modifiers box on the Squad Roster. The TN of a unit can be modified by the current Terrain and/or by **COVER** Markers associated with the Target unit (see the Combat Modifiers box on the Unit Roster for a list of the possible modifiers).

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*Attack Example: A Rifle unit is attacking an enemy SMG adjacent to a TREE. The Target TN is 6 (SMG), modified by a +1 for the Terrain Feature for a total of seven. The attacker rolls 1d6 and gets a 3: he then adds his CF (1) for a total of four. Since four is less than the TN, the attack does not score a hit.*

## 4.3 AREA EFFECT

If the firing unit has an AREA(X) attribute (as indicated on the unit's chart on the Army Sheet), you can execute "X" attack rolls to target "X" different targets. If the target group has less than "X" units, excess attacks are not performed.

*Area Effect Example: A unit has an AREA (3) attribute. During combat this unit can execute one attack against three different targets in the same group. If the Target Group includes only two units, the attacking unit will execute only two attack rolls.*

Combat is always directed against a single Group, so an AREA EFFECT cannot be directed to units belonging to different Groups. AREA EFFECT attacks are still considered "single" attacks for activation purposes (a unit may only execute one single attack per turn).

## 4.4 SUPPRESSION (DAMAGE)

A unit taking a hit as a result of an attack roll is marked with a **SUPPRESSED** marker. This represents physical damage, disorganization, and morale drop due to the enemy fire.

A **SUPPRESSED** unit suffers -1DRM to every roll, with exception of a "Recovery" attempt. A **SUPPRESSED** unit that suffers a second hit is eliminated from the game (See 4.9.2 for the damage rules against vehicles).

## 4.5 COVER FIRE

Cover Fire represent the combined fire of a Group intended to reduce the effectiveness of an Enemy attack. This type of attack targets the area where the Enemy is located, as opposed to individual units.

A Group executing a Cover Fire makes a standard attack against TN 5, regardless of the type of Enemy unit and/or Terrain (or **COVER**) modifiers. Any Hit scored is not inflicted on the adversary forces as

damage, but instead cancels one Enemy hit on a one-to-one basis. Place a **COVER FIRE** marker on the Target Group as a reminder.

*Cover Fire Example: A Rifle is providing Cover Fire against a group of two Enemy Rifles on a BUILDING. The Target TN is 5 (Terrain and unit TN are never considered). The attacker rolls a 4 He then adds his CF (1) for a total of 5. One **COVER FIRE** marker is placed on the Enemy Group. Later in the turn, the Enemy Rifles attack and score two hits: one of the hits is canceled by the **COVER FIRE** marker.*

## 4.6 CLOSE COMBAT

*Close Combat represents close-in and hand-to-hand fighting, which was very prevalent in the jungle and thick forest terrain of the Pacific Theatre in World War II. In this type of fighting, units utilized small arms, pistols, bayonets, knives, helmets, fists, feet, and anything else that could be effective at extremely close range. These engagements were typically extremely bloody, oftentimes with one side facing total annihilation.*

You may spend one AP to order one Group to attack an Enemy at range 0. The selected Group must undergo a Morale Check first (see 1.4.1), with the following DRM:

- +1 One BAP spent to initiate the Close Combat
- +1 Leader present in the Group
- -1 Target Group contains a HMG or Flame Thrower

If the Morale Check is successful, the Group can enter Close Combat. Place the Group adjacent to the Target Group.

To determine the effects of Close Combat, roll 1d6 for both Groups and apply the following modifiers, considering each unit in both Groups:

- -1 Unit is suppressed
- -1 Unit equipped with a LMG, HMG, Mortar, FT or Anti-Tank Weapon
- 0 Unit equipped with a Rifle
- +1 Unit equipped with a SMG or Assault Rifle
- +1 Unit equipped with a Pistol

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- +1 Group on a **BUILDING** (Defender only)
- +1 Group adjacent to a Terrain Feature (except Building) or inside a Terrain Marker providing TN bonus (first round only; does not apply to Engaged Groups). (Defender only)
- +1 Group with more units
- +1 Group with more Veteran units
- Varies Special Trait or Skill

The Group with the highest value is considered the winner of the Close Combat, while the other Group is considered the loser.

If the total of the winner is 2x or more the total of the loser, the loser Group must suffer 2d3 **SUPPRESSED** results (must be distributed as equally as possible). If the total of the winner is simply higher (less than two times the loser result), the loser Group suffers 1d3 **SUPPRESSED** Results (must be distributed as equally as possible).

In the case of a tie, both Groups immediately suffer one **SUPPRESSED** result, to be allocated to a random unit (un suppressed units first, then **SUPPRESSED** units).

*Close Combat Example: An Imperial Japanese Army (IJA) Group, consisting of three units: SMG (Leader), Rifle, and Rifle (Veteran) attempts to enter Close Combat with a Commonwealth Group consisting of two units: Rifle and HMG. The Commonwealth Group is on a **BUILDING** Terrain Marker. The IJA player must spend 1 AP and then make a Morale Check. The Morale Check DRM is +0 (+1 for Leader present in the Group, -1 for Target Group contains an HMG). The roll is a 4, so the Morale Check succeeds (needs a 3 or higher). Each Group rolls for Close Combat. The IJA Group roll is a 5, with the following modifiers: +1 unit equipped with SMG, +1 Group with more units, +1 Group with more Veteran units. The total is 8. The Enemy (Commonwealth) roll is a 3, with the following modifiers: -1 unit equipped with HMG, +1 Target Group on **BUILDING**. Their total is a 3. The IJA Group defeats the Commonwealth Group by a factor 2x, so the Commonwealth Group must suffer 2d3 **SUPPRESSED**. The roll total is a 3, so the Commonwealth Group has*

*the Rifle **SUPPRESSED** and the HMG is destroyed. The two groups are now Engaged (see section below).*

## 4.6.1 ENGAGEMENT AND CLOSE COMBAT END.

Close Combat ends when one of the two Groups is completely removed from the Map Card. If, after a round of Close Combat, both Groups still contain one or more units, the Groups remain adjacent on the Map Card. Those groups are now considered Engaged.

When activated, an Engaged Group can only execute a Close Combat attack, skipping the initial Morale Check.

When a single unit defeats a numerically superior Enemy Group in Close Combat, the Friendly player receives either 1XP (for Campaign Games) or can immediately promote the Friendly unit to Veteran status (player's choice).

## 4.6.2 JOINING A CLOSE COMBAT

An activated Group can join an existing Close Combat only if Friendly units in this Close Combat have not yet been activated. Proceed with the standard Morale Check procedure (see 4.6). If the check is successful, the activated Group joins the engaged Group (forming a new Group) and a Close Combat round is now executed to determine the effects of the fight.

## 4.6.3 ENEMY UNITS ENTERING CLOSE COMBAT

Enemy units will enter Close Combat as a result of a "Close Combat" order. A Morale Check is not needed for Enemy units.

Only Enemy Units equipped with a Pistol, Rifle, SMG or Assault Rifles will enter Close Combat, and only if the activated Group has an equal or greater number of units than the Target Group. In any other case, treat a "Close Combat" order as an "Attack" order.

## 4.7 RECOVERY

Recovery allows a unit to remove a **SUPPRESSED** marker placed on it. To attempt a Recovery, roll 1d6. If the result is 3 or more, the **SUPPRESSED** marker is removed. Some units can have a DRM to the Recovery roll: Veteran Units always have a +1 DRM. See the unit

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attributes (in the Units section of the Army Sheet) or the Mission Sheet for any other DRM to this roll.

You can normally Recover Units inside a Group only if the Leader is also present in the Group, or by spending one BAP. Units with the *VEHICLE* attribute can always attempt a Recovery without any restriction.

## 4.8 SPECIAL WEAPONS

### 4.8.1 GRENADES

A Grenade can be used only at range zero instead of the standard attack roll, and has an *Area (3)* attribute.

Alternatively, a unit may use a Grenade at range zero against a single target to add the Grenade CF to his weapon CF. In this case, the Grenade loses the *AREA* attribute, but the Grenade CF is increased to 2 CF.

*Example: A Rifle (CF 1) is attacking an Enemy SMG (TN 6) at range zero. The Rifle uses one of its Grenades in the attack and rolls 1d6. The result is 4, modified for the CF (+1) and the Grenade (+2) for a total of seven. The attack is successful.*

To use a Grenade against an Armored Vehicle the firing unit must first undergo a Morale Check: roll 1d6 (adding +1 for Veteran units). If the result is 3 or more, the unit is able to approach the Vehicle and you may proceed with the Grenade attack. Otherwise the unit forfeits the attack.

### 4.8.2 ANTI-TANK MINES

Anti-Tank Mines can be used against an Armored Target at range zero instead of the standard attack roll. To use an Anti-Tank Mine the firing unit must first undergo a Morale Check: roll 1d6 (adding +1 for Veteran units). If the result is 3 or more, the unit is able to approach the Vehicle and you may proceed with the Mine attack. Otherwise the unit forfeits the attack.

## 4.9 VEHICLE COMBAT

Units with the *VEHICLE* attribute represent both Armored Vehicles (ex: tanks) and unarmored Vehicles (ex: trucks). Use the "Type" attribute of the unit to determine which CF

to use to attack the unit (Basic or Armored). Unless specified otherwise, standard rules apply to Vehicles.

### 4.8.3 VEHICLES IN COVER

You may spend one RP when attacking a Vehicle at range zero to cancel the terrain effects. This represents the movement of your units to a position where they have a clear line of sight to the Target.

### 4.8.4 ARMORED VEHICLE DAMAGE

On a successful attack against an Armored Target, instead of automatically placing a **SUPPRESSED** marker on it, roll 1d6. On a result of 1, place a **SUPPRESSED** marker on the Target, while on a result of 2-6 the Target is destroyed (remove it from the game).

## 5 HIDDEN UNITS

Hiding in this game represents the ability of a unit to leverage the terrain to avoid being spotted (and then attacked) by Enemy forces.

### 5.1 GAINING THE HIDDEN STATUS

Friendly units can gain **HIDDEN** status by selecting the "Hide" action. Enemy Units will instead become **HIDDEN** only as a result of Enemy Activation.



Place on the Hidden unit a **HIDDEN** marker as a reminder of its new status.

No unit can become **HIDDEN** if in the same game turn the unit executed any form of combat. You can, for example, Move and then Hide, but never Fire then Hide.

No unit can become **HIDDEN** when on a stripe with a River Terrain Marker, Beach Terrain Marker, or Shallow Water Terrain Marker.

### 5.2 EFFECTS OF BEING HIDDEN

A **HIDDEN** Unit cannot be selected as a Target of any type of attack. The only action possible against a **HIDDEN** unit is a Spotting attempt (see 5.4).



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## 5.3 LOSING THE HIDDEN STATUS

The **HIDDEN** marker is automatically removed in the following cases:

- The unit moves
- The unit fires
- The unit is spotted (see next section)

## 5.4 SPOTTING

A Friendly unit can attempt to spot a **HIDDEN** Enemy Group with the “Spot” action. An Enemy unit will attempt to spot a **HIDDEN** target only as a result of their Activation.

To Spot a **HIDDEN** Target, the acting unit must roll 1d6 and get a result of 5 or more. If successful, remove the **HIDDEN** marker from the target. You can spend 1 BAP to get a +2 DRM on the Spot Roll.

## 6 LEADERSHIP

One unit in your Squad must be designated as the Leader of the Squad. Consult the Units section of the Army Sheet (“Attributes” column) to see which units can be designated as Leaders.

If during combat the Leader is eliminated, designate one of the other units as the new Leader (it may be helpful to give one unit an unofficial “Assistant Leader” designation on your roster, to keep track of the unit you wish to take command if the Leader is destroyed). Any unit can be selected at this stage but at the end of the mission this temporary leadership is dropped if the unit cannot be designated as a Leader on the Army Sheet.

### 6.1 LEADERSHIP EFFECTS

The presence of a Leader inside a Group allows the execution of a Recovery action by spending an AP (without the need to spend a BAP).

In addition, the Leader can direct the Attack of a single unit in its own Group, providing a +1 DRM to the unit attack. This DRM applies to each roll for a weapon with the *AREA* attribute (*for this reason a*



*Leader is especially useful in directing support weapons).* A Leader directing another unit forfeits its own attack roll.

## 6.2 FIRE GROUP

A Leader can coordinate the units in its own Group or on a Group on the same stripe, combining their CF against a single Target. In such a case, add the CF of all the attacking units into a single DRM. A Leader coordinating an attack forfeits its own attack roll.

Regardless of the DRM, a natural roll of 1 for a Fire Group results in a failed attack.

## 7 NIGHT RULES

When playing a “Night” Mission, apply the following rules to the standard game sequence:

- Each turn, the first time a unit or Group executes an attack, roll on the **NIGHT RANGE TABLE** (found on the Unit Roster Card) to determine visibility for the current turn. This roll will determine the maximum range for an attack on the current turn. It is possible that the unit or Group that triggered the night roll won’t be able to attack due to the range restrictions. In such a case the activation is lost (this represents units firing in the dark)
- Some events (ex. Flares!) can provide a DRM to this roll

## 8 LANDING OPERATIONS

### 8.1 SEA TERRAIN MARKER

Units on a stripe with Sea Terrain are embarked on a landing craft. These units are formed together in a single Group.

While at sea the Game Turn is simplified as follows:

- **Sea Movement Phase**
- **Advance of Game Turn Marker**

In the Sea Movement Phase, roll 1d6 and consult the **SEA MOVEMENT TABLE** on the Mission Sheet to determine the result of the navigation toward the

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beach. The **SEA MOVEMENT TABLE** will determine when you need to revert to the standard Game Turn.

## 9 MISSION END

A Mission is successfully completed when you reach the Mission Objectives specified on the Mission Sheet. Alternatively, you can abort the current mission if all of your units are in Stripe #6 and you spend 1 AP in the Friendly Unit Activation Phase.

A mission is Lost when all the Friendly units have been eliminated or when the **GAME TURN** marker moves past the “1” space in the Turn Track.

## 10 CAMPAIGN GAME

The Campaign rules make it possible to play multiple missions as part of a single campaign, reflecting the improved experience of your Squad, and also introducing additional strategy elements to the game. The Campaign is composed of Missions 1 to 8 (eight Missions in total). Always start your Campaign with Mission 1. After your first game, in the Mission Setup phase (see 2.1), select the next Mission in numerical progression.

### 10.1 STARTING A NEW CAMPAIGN

At the beginning of the Campaign, select your Army and the Enemy Army using the standard rules (see 2.2). This first Squad represents the initial team that will act during the rest of the campaign.

### 10.2 SQUAD SELECTION

Skip this phase in the first Mission, since you've already created your Squad as the first step of the Campaign Setup.

Wounded units cannot take part in the next Mission.

If the Build Points total of the units in your Squad (excluding Wounded) is less than the maximum value of BP for your Army, you can request reinforcements to the HQ. Roll one die and consult the following table:

**1:** No reinforcements available

**2-5:** One BP available to reinforce your Squad

**6:** 1d3 BP available to reinforce your Squad. In any case, the Build Points total for your Squad (excluding Wounded units) plus the new BPs cannot be greater than the maximum value of BP for your Army.

Roll one additional die: on a result of 2-6, you gain one BP to spend on equipment only. This BP cannot be spent to get additional units.

You may now spend available BP (if any) to add new units/equipment to your Squad. New units will start as Green soldiers (Morale=2) unless specified otherwise (see Special Rules on the United States Marine Army Sheet and the Japanese Special Naval Landing Forces Army Sheet). Mark this in the Notes column of the Unit Roster as a reminder.

### 10.3 END MISSION BRIEFING

Each Wounded unit now recovers: remove the “Wounded” note in the “Status” section of the Unit Roster.

Green Units are immediately promoted to Line (Morale=3).

Roll 1d6 for each unit eliminated in the current Mission and consult the following table. Apply a -1 modifier if the mission was lost.

**1-2:** The soldier is dead: remove its name from the Unit Roster (and send a letter to his family of course)

**3-5:** The soldier is Wounded and needs medical treatment. Write “Wounded” in the “Status” column on the Unit Roster as a reminder that this soldier won't be able to participate to the next Mission

**6:** The soldier was only lightly wounded and is still able to fight.

Calculate the campaign Victory Points (VP) as follows:

- Mission completed: 5 VP
- Mission aborted: 1 VP
- Vehicle destroyed: 1 VP
- Each soldier lost: -1 VP
- Leader lost: -3 VP

Keep track of the VP in the Unit Roster.

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## 10.4 EXPERIENCE POINTS

Roll 1d6 and add the result to your Squad's Experience Points (XP). Keep track of unused XP on the Unit Roster. Lose one XP if you've lost or aborted the Mission. Regardless, after each Mission, your Squad always gains at least one XP.

The XP can be used to improve your team as follows:

2XP - promote a soldier to Veteran

2XP – gain one of the skills listed in the following Skills Table: each unit may receive only one Skill (update the Squad roster accordingly).

Green Units just promoted to Line cannot receive XP on their first Mission.

### 10.4.1 SKILLS TABLE

Skill Name	Description
Sharpshooter	CF+1 when firing at Range 1 or 2
Camouflage	+1 to the unit TN
Quick Shot	If the Attack Roll is a natural 5 or 6 the unit can make a second attack with CF-1
Close Combat Expert	+1 DRM in Close Combat
Heroic morale	Automatically remove a SUPPRESSED marker from the unit when it is activated. Always pass a check to use a Grenade against a Vehicle.
Grenadier	+1 DRM when using a Grenade
Athletic	You can recover from a SUPPRESSED status and fire in the same turn
Bull Strength	Add a +1DRM to the End Mission Table (10.3) roll
Battlefield Control	(Leader Only) The Leader can save one unspent AP or BAP to be used on the next turn
Hunter	Once per turn may execute a Move action without spending one AP
Local Contacts	Start Mission with one RP
Spotter	+2 to spot a HIDDEN target

## 10.5 END OF CAMPAIGN

At the end of the Campaign, check the total VP with the following table to determine your success level.

- 32 or more VP: Major Success! You're awarded a Medal for your exceptional courage and leadership.
- 20 to 31 VP: Success! You have something to tell your grandchildren and be proud of.
- 19 or less VP: Defeat! Sad memories will haunt you for the rest of your life.

## 11 CREDITS

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## **UNIT ROSTER**

## **FRIENDLY ROSTER**

## **ENEMY ROSTER**

## TURN TRACK

# **NIGHT RANGE TABLE**

Roll 1d6\*

- - ■ : Range zero (same Stripe)
  - - □ : Range 1
  - + : Range 2

\*Flares! Event: +2DBM

RECOVERY

3+ to remove

## Suppression

Veteran: +1 DRM

## **RECON POINTS**

Reroll 1d6

+2 DRM Attack Roll

#### **Ignore Terrain Cover (Vehicles)**

#### 1 DDM to Enemy Entrance

-1 DR

## **GAME TURN**

- Group Creation
  - Friendly Units Activation
  - Enemy Presence Check
  - Enemy Forces Activation

## **UNIT ACTIVATION**

### Roll 3 Action Dices

■ - ■ : No Action

■ - ■ : One Action Point (AP)

■ : One Bonus Action Point (BAP)

#### Available Actions

- Moveone Stripe (\*gain 1RP)
  - Moveto Terrain Feature (\*gain 1RP)
  - Take Cover
  - Redeploy
  - Fire (\*+1DRM)
  - Flanking Fire 2 AP
  - Recovery (\*Leader not required)
  - Overwatch (\* no -1DRM)
  - Close Combat (\*+1DRM)
  - Hide
  - Spot (\*+2DRM)
  - Cover Fire (\*+1DRM)
  - Remove Barbed Wire (\*+ 2DRM)
 

\* Spend one BAP

\* Spend one BAP

## **COMBAT MODIFIERS**

- Terrain: ? TN
  - Cover Marker: +1 TN
  - Flanking Fire:
    - +1 DRM (vs Foot)
    - +2 DRM (vs Vehicle)
  - Leader direction: +1 DRM
  - Overwatch: -1 DRM
  - Veteran: +1 DRM
  - Attacker is Suppressed: -1 DRM
  - Grenade: +2DRM (see rules)

## CLOSE COMBAT

- 1 Unit equipped with a LMG, HMG, Mortar, FT or Anti-Tank
  - 1 Unit is Suppressed
  - 0 Unit equipped with a Rifle
  - +1 Unit equipped with a SMG or Assault Rifle
  - +1 Unit equipped with a pistol
  - +1 Group on a Building (Defender )
  - +1 Group receiving a TN Bonus from Terrain (1<sup>st</sup> Round) (Defender)
  - +1 Group with more Units
  - +1 Group with more Veteran